

# Baozi - Requirement Specification v1.0

Jinhai Lin                      Yesheng Xu                      Ningjing Chen  
Fengming Zhang      Tianzhou Chen      Haiming Zhang

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### **Abstract**

This is the Requirement specification for the project *Baozi*, an English online bargain center focused on students.

# 1 Glossary

**Baozi** - a very cheap but popular, delicious food in China.

**HSQL** - a relational database management system written in Java.

**Google Code** - Google's site for developers interested in Google-related development. The site contains Open Source code and lists of their services API. It uses the Subversion revision control software, modified to support Google's BigTable database in order to better support the expected submissions.

**SVN(Subversion)** - an open source application for revision control.

**Blocket** - a swedish online second hand market. (<http://blocket.se>)

## 2 Introduction

As a project for the E-Commerce course (VT07) in Uppsala University, Sweden. Six exchange students from Tongji, China will focus on the enormous student group, create a website which is a more user-friendly, requirement-oriented, English version of online bargain center.

### 2.1 Background

Uppsala is an international university city in Sweden, each year lots of foreign students come and go, lots of books, bikes and daily necessary abandoned by the former, on the other hand, lots of those stuff are needed by the newcomer; So is with the house rent – someone wants to leave for a short time but don't want to cancel the house, while another wants to come for a short time but has no house source.

There are several second hand websites available but all is in Swedish, which is a bit hard for foreign students who are the eagerest clients to use. Some other sorts of inconvenience when using them is also present.

The similar situation may exist in close countries like Denmark, Norway, Finland, Germany, Austria and may also exist in far away countries like China, Japan, Korea, India and so on.

The ultimate goal of this project is to solve those tiresome problems mentioned above – to create an integrated online bargain center with the core client group of students all around the world. So to say, this project is somehow only a start, which limits in the area of Uppsala, and our primitive categories are books, bikes and house rent.

### 2.2 Brand

*Baozi* is a common Chinese daily food. Then why we decide to give it this name? Firstly, it describes vividly how a product with a very cheap price but gives people a as big as possible satisfaction. Secondly, it's so easy to remember that it will be widely accepted.

## 3 Business Plan

### 3.1 Executive Summary

#### 3.1.1 language

Our *baozi* program is a kind of online second hand market. But different from blocket.se, or other online stores in Sweden, which is, faced to Swedish people, we throw our eyes to those international students, including exchange students and others who don't understand Swedish. Since almost all Swedish speaks English, a English version of online market will enlarge our customers. So the language will be English so that both non-swedish and Swedish can understand.

#### 3.1.2 merchandise corresponding

The main two large fields of merchandises are books and bikes. If you take a glance to those adlets, you will surely find that except the posters for parties and some activities, most of them are about selling used books and bikes. This is a particularly feature of Uppsala - a university city. Students come and go. When students come, the first thing they MUST buy is a bike. But for international students, who stay here for just a certain period, it's a really big waste of money to purchase a totally new and expensive bike. And another thing they need is, their course book, which costs much money as well. So they have to look around posters to find if there is a proper bike for them to buy, but another drawback for this kind of business is purchaser can not have a look at their potential merchandises-how they look like, how old they are etc.

Remember how many those adlets sticking on the posters boards in libraries, in corridors? And how many times you were buried finding a telephone number or distinguishing the difference among those similar and non standard adlets?

Our project is the solution to these problems. The users can find quickly what they want by a classified catalog, for example, *men bikes* and *ladies bikes* in *bikecatalog*, and *medicine* or *history* in *bookscatalog*. Of course they can also find some certain good by entering a keyword. And what is showed to them is, the price, the photo, and some other useful information which are all presented in a standard format, so that they can remember those different goods easily and clearly just at a glance. Besides, users can also subscribe a newsletter about the newest public products related to a specifically field according to a given interval which can be set by them.

#### 3.1.3 highlight

Here, a very useful function which we are proud is the feedback. Have you ever met a similar scenario, which is, when you decided to buy a used computer or a TV, and you contacted the seller, told him or her you were going to buy this or that. However, you were told it's already been sold! Didn't it a really disappoint you?

But our way is set a status of the products. If this product is sold out, it will then not be displayed on the webpage. And the publisher will also get a feedback saying that his or her merchandise has been deleted since it's been sold. This small but customer-oriented function will certainly attract many people to become our loyal customers.

### 3.2 Market Summary

#### 3.2.1 Competitors

www.blocket.se

It's the most famous online market in whole Sweden. It orients its client to native Swedish people and contains many fields of merchandise from daily commodities like clocks to transport facilities like cars

etc. Most of these goods are second hand. There are also new ones. Some professional merchant also public their advertisements on this web page.

### 3.2.2 Our strongpoint

Unlike blocket.se orienting their customer to native Swedish, however, our project aims to provide a easy, useful, simple platform to international students who don't understand Swedish quite well. And currently, our merchandise domain is books and bikes and of course something else which will be decided according to the clients requirements later on. But at present, this trait will make us more students-oriented, instead of market-oriented, which means, it will be certainly quite easier accepted and quickly and widely applied to students's daily life. What's more, among those many products published on blocket.se, there are a large amount of them which are already sold out and out-of-date. But when people go there, they are still looking those invalidated goods without knowing this. However, as being said in Executive Summary, by our one very outstanding characteristic, our products are all updated, validated. Customers will find they are really finding what they want on our web page, not wasting their time searching for those outdated information.

### 3.2.3 Our drawback

We are a newly founded group. This features that we are lacking of a certain amount of people known this project. And also once people get used to one kind of online purchasing habit; it's very hard to change it.

## 3.3 Strategies and management Summary

### 3.3.1 Strict focus on students

The biggest different between blocket.se and us is that the consumers orientation. But this is exactly what we need. We will make this to be our excellence.

### 3.3.2 Brand differentiation

We don't know why blocket name itself *blocket*, but there is indeed some reason for us to name our project *baozi*, which is a common Chinese daily food. Firstly, it describes vividly how a product with a very cheap price but gives people a as big as possible satisfaction. Secondly, it's so easy to remember that it will be widely accepted.

### 3.3.3 Distributed partnerships

This is another very innovation about our business plan.

**3.3.3.1 Student organizations** Here, in Uppsala, unlike any other universities in the world which have students union, they have 13 nations and one students union. That means, if we have some partnership with all these nations, we get automatically a large user group. Think about how many activities nations organize during the whole year, and how many posters they make for their activities. And actually for many nations they also have second hand books to sell, but unfortunately almost nobody takes a glance at them. So we will try to contact them and as a return to publish their books on our website, they publish our advertisements on their activities in order to extend our awareness quickly.

**3.3.3.2 Store** We will also try to persuade those second hand stores and make a reciprocal partnership with them.



**3.3.3.3 Other country's students** After doing the Uppsala part, we would interact with students in other countries which regard English as the first language.

### **3.4 Rough budget**

### **3.5 Project Schedule**

## 4 Functional Requirements

### 4.1 Introduction

This is an auction website so there should be at least containing these functions as following. Users can browser merchandise. They can find the sellers information to contact. They can also publish their second hand things to sell.

Different kinds of merchandise should be respectively classified so that users can easily and quickly find what they want.

### 4.2 Software Overview

#### 4.2.1 Description

The website is developed for those international students to have a platform to trade what they need and what they don't need. The most important feature is that all the functions and entries are displayed in English.

#### 4.2.2 Function capabilities

**Members** shall be able to

- .1 sign in
- .2 view their information
- .3 edit their personalized information
- .4 get email newsletters
- .5 publish their items to sell
- .6 edit their items' information
- .7 delete items
- .8 view their records of sales
- .9 view buyers' contact information
- .10 get announced if the item's status is changed
- .11 search items by catalogue or keywords
- .12 rank items by specific order
- .13 view their records of purchase
- .14 view seller's contact information
- .15 view items which is recently watched

**Guests** shall be able to

- .1 registration to be a member
- .2 view merchandise

- .3 search items by catalogue or keywords
- .4 rank items by specific order
- .5 publish their items to sell
- .6 view items which is recently watched

#### **4.2.3 User characteristics**

Our intended users are mostly students. They have a middle or higher level of English. Their computer and internet-related knowledge may be middle or higher.

#### **4.2.4 User operations and practices**

The tasks which are frequently performed by users are searching items and viewing item's information. Also they may often update their personal information.

### **4.3 Attributes**

#### **4.3.1 Security**

Use password protected technology. And if users forget their password, they can get it back from email or other method like answering some certain questions which were set by them.

#### **4.3.2 Reliability, Availability, Maintainability**

The website should be maintained regularly and add more functions or delete useless functions according to the client's needs to make it more user-friendly.

#### **4.3.3 Configuration and Compatibility**

The website should be considered to be displayed at different web-browsers, such as firefox or Longator on Mac.

#### **4.3.4 Usability**

The website should ensure the user-friendliness. Examples include error messages that direct the user to a solution, input range checking as soon as entries are made, and order of choices and screens corresponding to user preferences.

### **4.4 Additional Requirements**

#### **4.4.1 Site map**

There should be a site map which contains all the information according to a catalogue and also an A-Z index which helps users find what they want more quickly and helpfully.

#### **4.4.2 Online help**

There should be an online help documentation which helps users know how to use this website more effectively and efficiently. When they have problems, they can also hand in their questions and get a feedback. The feedbacks should be presented on the page so that other users can reference.

#### 4.4.3 Contacts

Users can find contact information about different group in charge, such as advertising center and customer support etc.

## 5 Non-functional Requirements

The project's technical requirements comply with the E-Commerce Course (VT07)'s Project Rule. In addition to that, some other technology might be used.

- 5.1 This project shall be coded in Java using Servlets and JSP.
- 5.2 This project shall use HSQL-database as a persistent database.
- 5.3 All HTML-output shall be valid and well-formed which means all kinds of browsers shall function properly.
- 5.4 The code shall be well documented and commented.
- 5.5 All the code shall follow the coding conventions at <http://java.sun.com/docs/codeconv/html/CodeConvTOC.doc.html>.
- 5.6 All the Codes and Documents shall be stored and fetched in Google Code SVN.
- 5.7 Time report shall keep track of all things done.
- 5.8 The project shall include
  - a Some form of reliable transaction
  - b Digital signatures for identification or signing
  - c Login and user registration and verification
  - d Administration web-interface (simple but functional)